

ABSTRACT

To provide a user interface for exchanges among on-screen characters which is easier-to-use than selecting certain items by a player pushing a simple ON/OFF switch, a computer, a recording medium and a method use a controller which has pressure-sensitive units for sensing a pushing pressure of the player on the controller. The computer is able to execute a game program that includes scenes of exchanges between the player or a character controlled by the player and other characters. The computer also has a unit for generating a pressure-sensing output signal from the pressure-sensitive unit, and a unit for transmitting the emotion of the player corresponding to the pressure-sensing output signal to one of other on-screen characters.